ONEIROI

Conclusion Chapter

Changes from the Alpha Release

Due to the feedback from playtesting, we fine-tuned some aspects of our game:

- Removed the introductory screens and added an introduction video: "How to Play" in the main menu now starts a pre-recorded video with pressed buttons above the players' heads. We would have liked to add pop-ups explaining in game what to do, but it turns out to be hard to find out when they would be helpful and when they would just be distracting.
- More audiovisual feedback: Phobetor's special power now has a sound and emits dust from his feet when he is running faster. Walls now slowly fade out with time, so that it's clear they are degrading.
- Faster pace of gameplay: We reduced the impact of carrying too many dreams.
- Cancel button: Left shoulder button can now be used to cancel the building of walls and throwing.
- Reworked throwing mechanics: The crosshair now goes back and forth, so that aiming is easier.
- Removed the debug mode.
- Humans with many good dreams around them don't wake up anymore. Instead, Phobetor gets a new nightmare every 10 seconds.
- Kolossos has been reworked so that boundaries are visible more clearly.
- Some small tweaks for maps: Changed resolutions for faster loading time, cliffs now always fall off smoothly.
- Added some small pseudo-shadows below Morpheus and Phobetor.
- Maps in the selection screen now show obstacles and humans.
- Fixed some bugs, especially re-initialization upon restarting the game.

Trailer

For making the trailer, we created a branch of our source code, removed parts of the game logic and customized some aspects of camera movement and rendering in order to be able to create cinematic pre-scripted scenes. We implemented several of those scripted scenes, recorded them using screen-recording software and added some additional in-game footage and music to create our final trailer.

The trailer is available at http://www.youtube.com/watch?v=0wx3C7Iy-g8.

Overall progress

We got pretty far with respect to our initial schedule. We implemented everything up to the high

target completely, and for the high target everything except for random obstacles (which we replaced with multiple hand-crafted maps). We additionally added a better automatic camera and particle effects from our extras. As a result, we would say that we achieved our high target for the game.

Personal impressions of the course

While building our game, we faced a lot of challenges and topics which were not dealt with in other courses such as content creation (3D models) and modelling terrain. Also, creating a project of such a big scope from the ground up was a new experience for us.

Screenshots

The new Kolossos map, showing humans and obstacles.

Phobetor invoking his speed boost.

A screenshot from the introductory video.